

PATENT ABSTRACTS OF JAPAN

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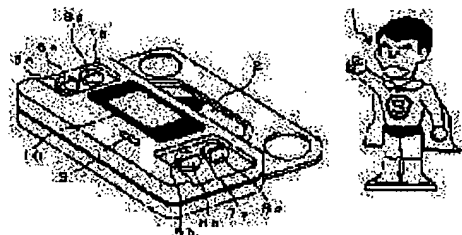
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(54) GAME TOY

(57)Abstract:

PURPOSE: To provide a game toy which decides the win/loss by making figures (warriors) marked with a bar-code battle to each other.

CONSTITUTION: The game toy is equipped with a reading unit 2 which reads a bar-code marked on a figure, display unit 10 which displays the content of a game, battle pressing buttons (button for large scale attacking, button for small scale attacking, button for large scale defending, button for small scale defending) 5a, 5b, 6a, 6b, 7a, 7b, 8a, 8b which are respectively provided on the A side and B side, display unit to inform the pressing timing for the battle pressing buttons, which flickers in order, timing detecting means which detects the timing by which the battle pressing button is pressed on the A and B sides, and a control unit which connects the reading unit, display units and battle pressing buttons on the A and B sides. Then, by the control unit, the bar-code which is read by the reading unit is converted into a point, and points depending on the type of the battle pressing button on the A and B sides and a value detected by the timing detecting means are calculated, and the calculated points are added to the previously mentioned points to play the game.



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CLAIMS

[Claim(s)]

[Claim 1] The read station which reads the bar code appended to FIGIA, and the drop which displays the content of a game, The battle push button with which the A and B side was equipped respectively (***** of a bold move, ***** of a delicate technique, ***** of a bold move, ***** of a delicate technique), A timing detection means to detect the indicator which reports the timing which pushes this battle push button and which carries out a sequential flash, and the timing which pushed the battle push button by the side of A and B, It has the controller connected with the battle push button by the side of said read station, indicator and A, and B. With said controller Change into the point the bar code read by said read station, and a battle is started by pushing the battle push button by the side of A and B. The game toy characterized by computing the point depending on the value detected with the class and timing detection means of a battle push button by the side of pushed A and B, and adding to said point, and performing a game.

[Claim 2] The game toy of claim 1 characterized by affecting point count of a next waging-war result according to the class of battle push button pushed on the last pair wartime.

[Claim 3] The game toy of claim 1 which has a means to get to know what "work" of the attack which FIGIA has, or defense is, and claim 2.

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DETAILED DESCRIPTION

[Detailed Description of the Invention]

[0001]

[Industrial Application] This invention is opposed to FIGIA (fighter) which attached the bar code, and relates to the game toy which settles victory or defeat.

[0002]

[Description of the Prior Art] Conventionally, there are JP,62-266089,A, JP,63-24941,Y, JP,2-11183,A, JP,3-193074,A, etc. considering a bar code as a game toy which uses the bar code as reading. The game of the disclosure to JP,62-266089,A helps to make the card demanded read into a bar code reading machine, for a card to tell whether it is a correct answer, and for a child to study a number, magnitude, a color, and a form using the card with which the bar code corresponding to a number, magnitude, a color, and a form was indicated. JP,2-11183,A -- the game of the game of go or shogi -- bar-code-izing information (record of the moves and plays of a game of Go) -- simple -- a game -- inclusion of information to a storage is enabled. Moreover, the game which computes a result and is pitched against each other from the hit probability decided beforehand is indicated by using the piece showing the "migration force", "aggressivity", and the "defense force" for JP,63-24941,Y, and pushing a push button switch. Furthermore, when the defense is equipped with an attack key and a power-up key an attack side and the defense presses an attack key or a power-up key for the bar code of an attack side and the defense by turns an attack side as reading, according to the logic which was able to opt for the damage by the side of the defense or an attack, and survival beforehand, victory or defeat are settled at JP,3-193074,A. That is, the value of a "vitality", "aggressivity", and the "defense force" is displayed based on the value decided beforehand, and by pressing an attack key or a power-up key, waging war is started, and the bar code which the attack and defense side read judges a hit or a blank, calculates a damage, subtracts it from the value of said vitality, performs a survival judging, and settles victory or defeat.

[0003]

[Problem(s) to be Solved by the Invention] Although the game of a publication performs a game to said JP,62-266089,A and JP,2-11183,A through a bar code, a match is not played against a bar code using the number of publications. Moreover, a game given in JP,63-24941,Y and JP,62-266089,A The former uses the piece showing the "migration force", "aggressivity", and the "defense force". The latter the figure of a bar code "A vitality", It determines according to the logic beforehand decided to correspond to "aggressivity" and the "defense force", and is the content which settles victory or defeat while starting a game, when an attack side presses a key (switch) as it is also in the condition of starting, changes offense and defense by turns, and continues a game. Therefore, while victory or defeat are entrusted with the task of the logic memorized in the computer by the selected piece (bar code) for a game person, since the game person who became the defense is a game without room to take a strategy into consideration, he lacks in enjoyment. Then, this invention offers the game toy to which a game is made as for the game person of an attack side and the defense in consideration of both strategies.

[0004]

[Means for Solving the Problem] The read station which reads the bar code with which the game toy of claim 1 of this invention was appended to FIGIA, The indicator which displays the content of a game, and the battle push button with which the A and B side was equipped respectively (***** of a bold move, ***** of a delicate technique, ***** of a bold move, ***** of a delicate technique), A timing detection means to detect the indicator which reports the timing which pushes a battle push button and which carries out a sequential flash, and the timing which pushed the battle push button by the side of A and B, It has the controller connected with the battle push button by the side of said read station, indicator and A, and B. With said controller Change into the point the bar code read by said read station, and a battle is started by pushing the battle push button by the side of A and B. The point depending on the value detected with the class and timing detection means of a

battle push button by the side of pushed A and B is computed, and it adds to said point, and a game is performed. Moreover, claim 2 possesses the configuration of claim 1, and according to the class of battle push button pushed on the last pair wartime, it constitutes a game so that point count of a next waging-war result may be affected. Claim 3 possesses the configuration of claim 1 or claim 2, and has a means to get to know what "work" of the attack which FIGIA has, or defense is further.

[0005]

[Function] Claim 1 makes the bar code of FIGIA A and B the point first through a controller. And a battle is started while the game person by the side of A and B looks at the indicator which carries out a sequential flash, and push and this pushed timing are detected by the timing detection means in which battle push button in consideration of both strategies. And the point depending on the value detected with the timing detection means and the class on which the battle push button was pushed is computed, it adds to the point which said FIGIA has, and a game is performed. Moreover, according to the class of battle push button pushed last time, claim 2 affects next point count, also takes selection of a battle push button into consideration, and performs a game. In case claim 3 is pitched against each other by getting to know what "work" of the attack which FIGIA has, or defense is, it makes it possible to carry out by the strategy of the optimal attack defense, and raises the enjoyment of a game.

[0006]

[Example] Drawing 1 is the perspective view of a game toy, and 1 is FIGIA (fighter) the bar code is indicated to be on the base. 2 is a read station which reads the bar code indicated by FIGIA, and can be read by equipping the interior with an optical instrument and laying FIGIA 1. 3 is a push button switch, and whenever it pushes, it makes a sequential change at the "COM mode", "B-2 mode", the "TEC mode", and "the power-source end" which choose the below-mentioned content of a game etc. at the same time "power source is turned on. 5a, 6a, 7a, and 8a are the battle push buttons by the side of A pitched against each other, and, for 5a, ***** of a bold move and 6a are [***** of a bold move and 8a of ***** of a delicate technique and 7a] ***** of a delicate technique. On the other hand, 5b, 6b, 7b, and 8b are the battle push buttons by the side of B, 5b is ***** of a bold move, and 6b is [***** of a bold move and 8b of ***** of a delicate technique and 7b] ***** of a delicate technique.

[0007] 10 is the drop manufactured with liquid crystal etc., and required information is displayed to progress of a game, and drawing 2 mainly shows the detail of the content of a display in a game, and is changed at any time corresponding to "COM mode", "TEC mode", etc. 11a, 12a, and 13a are the displays by the side of A pitched against each other, the point display and 12a as which 11a displays a battle result display the reinforcement of attack work, and 13a displays the defense force. On the other hand, 11b, 12b, and 13b are the displays by the side of B, as for 11b, a point display and 12b display the reinforcement of attack work, and 13a displays the defense force. Moreover, Displays 22a (22b), 23a (23b), and 24a (24b) repeat again the process turned on toward "FIGHT" one by one from display 22a (22b), after putting out the light altogether, when the light was switched on toward "FIGHT" one by one from the left (right), and the timing which a battle push button pushes is reported to a game person and "FIGHT" is turned on. A display 20 displays the round (count of waging war) of a game, and the number of counts at the time of a down. 16, 17, and 18 are drops which turn on respectively the "COM mode", "B-2 mode", and the "TEC mode" which are the content chosen by pushing said push button switch 3. In addition, "COM mode" inputs only A FIGIA, a waging-war partner is a computer, as for "B-2 mode", A FIGIA and B FIGIA play a match, and "TEC mode" displays the content of the bar code of FIGIA.

[0008] A read station 2, the battle push buttons 5a, 6a, 7a, 8a, 5b, 6b, 7b, and 8b, and a drop 10 are connected with the controller (graphic display abbreviation), and perform a game according to the flow shown in drawing 3 through a controller. if the push button switch 3 is pushed, the power source of a game machine will be turned on (step 1), simultaneously the drop 16 in "COM mode" will light up (step 2). And at step 3, if it judges whether A FIGIA is laid on the read station 2 and A FIGIA is not placed, it will progress to step 4. And it waits for whether further, the push button switch 3 is pushed and it has become "B-2 mode" to detect (step 4), to return to step 3, when not pushed, and to lay A FIGIA in a read station 2. On the other hand, when the push button switch 3 is pushed, the purport which is in "B-2 mode" is turned on to a drop 17, and it progresses to step 6. At step 6, when detect and there is [whether there is A FIGIA through a read station 2, and] nothing, it progresses to step 7. At step 7, whether further, the push button switch 3 is pushed and it has become "TEC mode" detects, and when not pushed, it waits until it returns to step 7 and there is an input of A FIGIA. On the other hand, when the push button switch 3 is pushed, the purport which is in "TEC mode" is displayed on a drop 18 (step 8). Whether when detect and there is [whether there is A FIGIA at step 9 and] nothing, it is step 10, and the push button switch 3 is pushed further detects, when pushed, game termination is carried out, and when not pushed reversely, it returns to step 9. When there is an input of A FIGIA at step 9, "TEC mode" is performed at step 11. That is, it is shown in a drop 10 specific time to the figure of the specific digit of a bar code what

"work" of the attack which read A FIGIA has, or defense is. For example, to "25", the purport which has the attack defense work "a dragon kick" beforehand memorized by memory is shown.

[0009] When there is A FIGIA at said step 3, it progresses to step 15, and the data of the aggressivity of A FIGIA and the defense force are displayed. In addition, it considers as three data, combining the figure of the bar code of A FIGIA suitably, and it is the same as step 11, and is the class of "work", and it performs a game noting that the 1st data (TEC) has attack defense so strong that this figure is large. In addition, although this strength is had and classified according to 100 kinds in double digits, since this display is not performed except step 11, a game person can know only after he can perform "TEC mode." The 2nd data is "the force (OF) of work", are classified into ten kinds according to a single digit, and display the reinforcement of attack work on drop 12a. The 3rd data is "defense force (DF)", are classified into ten kinds according to a single digit, and are displayed on drop 13a. At the following step 16, it detects whether there is any input of B FIGIA, and the same thing as said step 15 is performed to B FIGIA, and it expresses to Drops 12b and 13b as step 17 respectively. However, when "COM mode" is chosen, since the partner to A FIGIA is a computer, he shows the result of having carried out the same processing as the above to the bar code which made it generating with a random number etc. within the computer to Drops 12b and 13b.

[0010] In the number of FIGIA by the side of A, and FIGIA by the side of B, step 18 - step 23 are constituted so that one pair of 1 or 1 pair of 2 or 2 pairs of waging wars may be attained 1 or 2 to 2, and they are detecting whether there is A FIGIA at step 18. When there is A FIGIA, the same processing as said step 15 is carried out, and "the force of work" and the "defense force" which were added to the content of a display of step 15 are expressed with Drops 12a and 13a. However, it faces adding and the last value is compared with this value, and when it becomes the figure of the combination set up beforehand etc., other values are added further. Even if this is FIGIA in which it loses when it considers so that it may not become disadvantageous and is pitched against each other by 1 to 1, even if pitched against each other by 1 to 2, it enlarges data so that it may win, when pitched against each other by 2 to 2, and has raised the interest of a game more. That is, even if "the force of work" and the "defense force" are weak FIGIA, it has prevented making it possible to win fighting and making weak FIGIA unnecessary by combining with other FIGIA. On the other hand, when there is no A FIGIA, whether ***** 8a (combination push button) of a delicate technique is pushed at step 19 judges, and when not pushed, it waits for the input of return A FIGIA to step 18. On the other hand, when ***** 8a of a delicate technique is pushed, since A FIGIA is pitched against each other by one piece, it progresses to step 21. When detected and it is [whether step 21 has the input of B FIGIA, and], the same processing as said step 17 is carried out, and the result of having added "the force of work" acquired at step 17 and the "defense force" is expressed with Drops 12b and 13b (step 23). On the other hand, when there is no B FIGIA, it progresses to step 22, whether ***** 8b (combination push button) of a delicate technique is pushed detects, and when are not pushed, and pushed return and reversely, it progresses to step 21 to step 24.

[0011] Step 24 follows the timing diagram shown in drawing 4. From 22a (22b) to 23a (23b) pass 24a (24b), when it repeats disappearing and "FIGHT" is turned on, after switching on the light for about 1 second one by one toward "FIGHT" The light is put out altogether, the process turned on toward "FIGHT" one by one from 22a (22b) is repeated again, and the purport which can start a battle is displayed. While [displaying] starting, the A side And *****5a of a bold move, *****6a of a delicate technique, The B side similarly any of *****7a of a bold move, and ***** 8a of a delicate technique they are *****5b of a bold move, While not detecting and (step 25) pushing any of *****6b of a delicate technique, *****7b of a bold move, and ***** 8b of a delicate technique it pushed they were with a timing detection means, step 24 is repeated, and it tells that battle initiation is possible. In addition, time of day which pushed *****5a of the bold move by the side of A detected with said timing detection means or ***** 7a of a bold move is made into A time, the time of day which pushed *****5b of the bold move by the side of B or ***** 7b of a bold move is memorized as a B time, and it is used for the judgment of the below-mentioned down, and said A time and B time are taken as the big value, when it pushes on "FIGHT" in near. Furthermore, when it pushes just before turning on "FIGHT", the set point (SP) used for the point count mentioned later is made higher. In addition, in the case of "COM mode", since the battle push button by the side of B is not pushed, the method which uses a random number etc. and which was set up beforehand determines B time and the set point (SP) by the side of B. And if it detects that the battle push button by the side of A and B was pushed, it will judge whether FIGIA was downed or not (step 26).

[0012] When a judgment at step 26 is not a down, it calculates the point by the side of A and B (step 27). Count of this point (PN) is performed by the following formula.

$$PN = (5 + TEC/20) \times (WU) \times (7.5 + SP/4) \times (9 + RD/10) + (7.5 + OD)/5$$
 — in addition, it is the value calculated at the TEC:step 15 among said formula, and is the value of 0-99.

The value decided by the combination of the battle push button which the WU:A and B side pushed indicates combination below.

- (1) In ***** 5a of a bold move, the B side is also the same and the A side of both WU(s) by the side of A and B is 10 at the time of ***** 5b of a bold move.
- (2) When the A side is *****6b of a delicate technique, as for WU by the side of A, it is [the B side of WU by the side of B] 9 in 10 at ***** 5a of a bold move.
- (3) When the A side is *****7b of a bold move, as for WU by the side of A, it is [the B side of WU by the side of B] 10 in 8 at ***** 5a of a bold move.
- (4) When the A side is *****8b of a delicate technique, as for WU by the side of A, it is [the B side of WU by the side of B] 9 in 10 at ***** 5a of a bold move.
- (5) When the A side is *****6b of a delicate technique, as for WU by the side of A, it is [the B side of WU by the side of B] 10 in 10 at ***** 6a of a delicate technique.
- (6) When the A side is *****7b of a bold move, as for WU by the side of A, it is [the B side of WU by the side of B] 8 in 10 at ***** 6a of a delicate technique.
- (7) When the A side is *****8b of a delicate technique, as for WU by the side of A, it is [the B side of WU by the side of B] 10 in 9 at ***** 6a of a delicate technique.

In addition, in said combination, this value of WU is the same value, also when the A and B side is changed. Or it is the value of "the defense force (DF)". SP: -- set point RD: which step 24 defined -- random value OD: of 1-10 determined by random numbers -- "the force of work" (OF) which step 15 defined -- When battle push buttons are ***** 5a (5b) of a bold move, and *****6a (6b) of a delicate technique, it considers as the value of "the force (OF) of work", and it is "the defense force (DF)" at the time of ***** 7a (7b) of a bold move, and ***** 8a (8b) of a delicate technique. In addition, the point when both the A and B sides push ***** 7a (7b) of a bold move and ***** 8a (8b) of a delicate technique is not based on the aforementioned formula, but is set to 10 of a fixed value.

[0013] Next, while the A side is expressed on point display 11a and the B side expresses the point of each above ** to point display 11b as step 28, a round (count of waging war) is shown in a display 20. And the point by the side of A for which it asked at said step 27, and B is totaled, and it expresses to each point display 11a and display 11b as step 29. And at step 30, it judges whether the number of rounds was set to 10, and progresses to the case of ten or less to step 31. At this step 31, the value of "the defense force (DF)" is changed with "the force of work" by the side of A and B (OF). Namely, when ***** 5a (5b) of a bold move is pushed, a demerit mark is given to next "force of work" (OF) 90 times. When ***** 6a (6b) of a delicate technique is pushed, a demerit mark is given to next "force of work" (OF) 60 times. Giving a demerit mark to next "defense force" (DF) 80 times at the time of ***** 7a (7b) of a bold move, a demerit mark is given to next "defense force" (DF) 50 times at the time of ***** 8a (8b) of a delicate technique, and it returns to step 24. These demerit marks are treatment which performs amendment of aggressivity and the defense force as conditions pitched against each other next time. On the other hand, when the number of rounds is set to 10, a game is terminated and "WIN" of display 21a (21b) of the side which won is turned on by making the direction with much accumulating-totals point into a victory (step 32). In addition, at the time of B-2 mode, it ends now. Moreover, although a computer is ended at a negative beam case at the time of COM mode, when it wins, a challenge becomes still more possible, and it can continue to 100 times. When judged as a down at step 26 (processed according to the below-mentioned flow), "DOWN" of display 21a (21b) is displayed, and it progresses to step 35. And the random number R to 1-10 is generated, and a count is started, displaying the figure from 1 to a random number R on a display 20 (step 36). When it returns to step 27 and it continues a game, when said count is except ten, and a count is reversely set to 10, even if it turns on "KO" of display 25a (25b) and there is still the remaining round, it progresses to step 32. "WIN" of display 21a (21b) of the side which won is displayed by making into a victory the one where a point size is larger, and a game is ended (step 37).

[0014] The judgment of being "a down" of said step 26 is performed according to the flow shown in drawing 5. In addition, when ***** (5a, 5b) of a bold move or ***** (7a, 7b) of a bold move is pushed, as for this processing, it is natural to challenge to a battle with a powerful means to a partner, and to win, but it is processing so that a down may be received by the existing probability as a means with which that fault is compensated. In this example, both the battle push buttons with which the A and B side was pushed Namely, *****5a of a bold move, It is ***** 7a and 7b of 5b or a bold move, and SP by the side of A (set point which step 24 defined) compares with the B side. When large, The value of "TEC" by the side of A makes the probability of the down by the side of B 1/10, when large compared with the B side, and the value of "TEC" by the side of A makes the probability of the down by the side of B 1/100, when small compared with the B side. In addition, the probability of the down by the side of A is also set up on the same conditions. At step 50, by making the random number into a random number, a random number (1-10) is generated, it judges whether a random number is 7 (step 51), and when it is not 7, both A and the B side are made to have no down (step 60). On the other hand, at the time of 7, the battle push button which the A side pushed at step 51 distinguishes

whether they are ***** 5a of a bold move, or *****7a of a bold move, and while not pushing the starting battle push button, it progresses to step 53. At step 53, while the battle push button by the side of B distinguishes whether they are ***** 5b of a bold move, or *****7b of a bold move and you are not pushing the starting battle push button, suppose that he has no down (step 60). A time and B time (SP's value) which were memorized at said step 24 are compared with the case of objection, and when B time is small, suppose that he has no down (step 54). That is, when the timing of the battle push button of the bold move which the B side pushed is later than the timing of the battle push button which the A side pushed, it judges as having no down (penal regulations), and the fairness of having pushed battle ** strong against an early stage is considered. The magnitude of the 1st data (TEC) which A for which it asked at steps 15 and 16, and B FIGIA have reversely when B time is more than an A time is distinguished (step 55), when B FIGIA is beyond the value of A FIGIA, it progresses to step 57, and when B FIGIA is smaller, it progresses reversely to step 56. At step 56, the random number of 1-10 is generated and it distinguishes whether the random number based on the random number is 8, and it progresses to step 60 noting that there is no down, when it is not 8. On the other hand, when a random number is 8, it progresses at step 57, and the A side judges it as a down (step 57). Next, at step 58, 1 is added to a random number and let the number of counts be those with a down any by the side of A or B they are (step 59).

[0015] When the battle push button which the A side pushed at said step 52 is ***** 5a of a bold move, or *****7a of a bold move, the battle push button by the side of B distinguishes whether they are ***** 5b of a bold move, or *****7b of a bold move at step 61. While you are not pushing the starting battle push button, A time and B time which were memorized at said step 24 are compared, and when A time is small, suppose that he has no down (step 62). Reversely, the magnitude of the 1st data (TEC) which A for which it asked at steps 15 and 16, and B FIGIA have is distinguished (step 63), when the B time is smaller, it progresses to step 63, when A FIGIA is a value more than B FIGIA, it progresses to step 64, and the B side judges with a down, and it progresses to step 58. When B FIGIA is smaller, it progresses to step 65, reversely the random number to 1-10 is generated, and when the random number based on the random number is 8, suppose that he has no both down to step 64 at the time of the other number. Moreover, at said step 61, when the battle push button by the side of B is ***** 5b of a bold move, or *****7b of a bold move, by step 66, A time and B time which were memorized at said step 24 are compared, when A time is large, it progresses to step 63, and when small to objection, it progresses to step 55. In addition, at said step 57, the A side judges it as a down and a point size when the B side is judged to be a down performs processing after setting the point of the downed side to (5+ number of counts / 2) and setting the point of the brought-down side to 10 in step 64. In addition, it cannot be overemphasized that the value of the random number judged to be a down in the number of the demerit marks of "the defense force (DF)" and a down judging with "the force of work" (OF) in the formula of the point (PN) of the above mentioned step 27 and step 31 etc. can be changed at any time.

[0016]

[Effect of the Invention] The game toy of this invention the bar code of the attachment to FIGIA With, when pitched against each other, Both the game person can push which [four kinds of] battle push button in consideration of a strategy. And it constitutes so that the timing which pushes the class of pushed battle push button and a battle push button may serve as an element important for point count, and since both the game person can fight for every game, making full use of a strategy, he can raise the interest of a game.

[Translation done.]

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DESCRIPTION OF DRAWINGS

[Brief Description of the Drawings]

[Drawing 1] It is the perspective view of a game toy.

[Drawing 2] It is drawing showing the content shown in a drop.

[Drawing 3] It is the flow which processes the content of a game.

[Drawing 4] It is drawing showing the timing which turns on a drop and goes.

[Drawing 5] It is drawing showing the flow which performs a down judging.

[Description of Notations]

1 FIGIA (Fighter)

2 Read Station

3 Push Button Switch

5a, 5b ***** of a bold move

6a, 6b ***** of a delicate technique

7a, 7b ***** of a bold move

8a, 8b ***** of a delicate technique

10 Drop

20 Display (Count, Round)

22a, 23a, 24a Display

22b, 23b, 24b Display

[Translation done.]

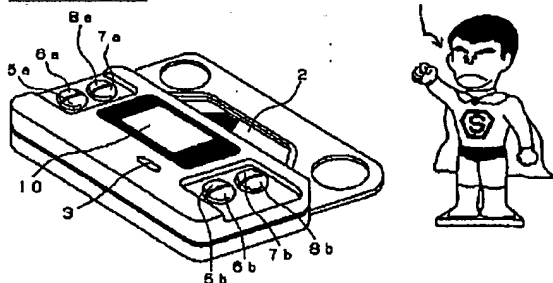
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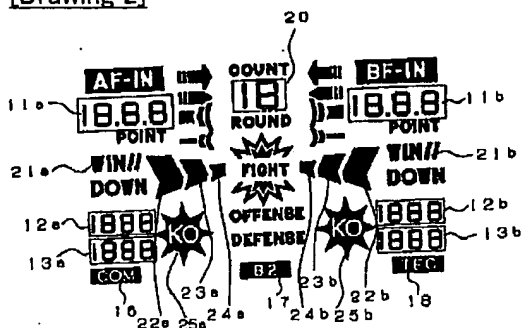
- 1.This document has been translated by computer. So the translation may not reflect the original precisely.
- 2.*** shows the word which can not be translated.
- 3.In the drawings, any words are not translated.

DRAWINGS

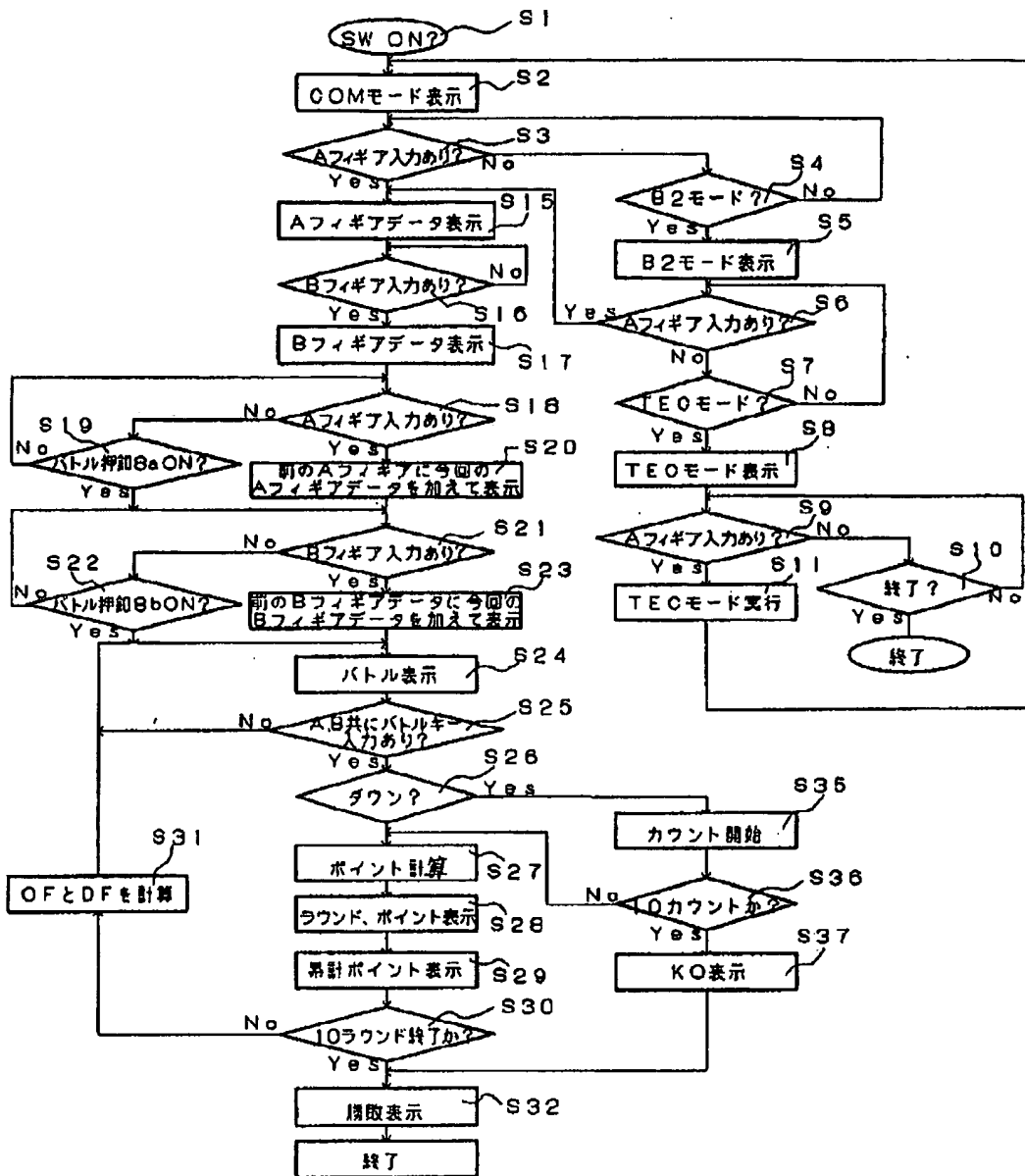
[Drawing 1]



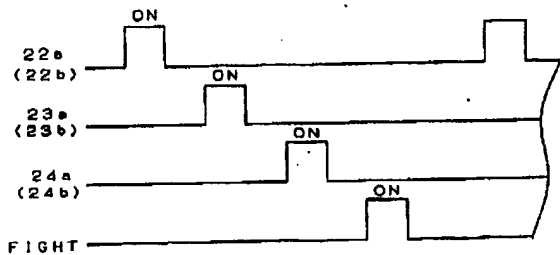
[Drawing 2]



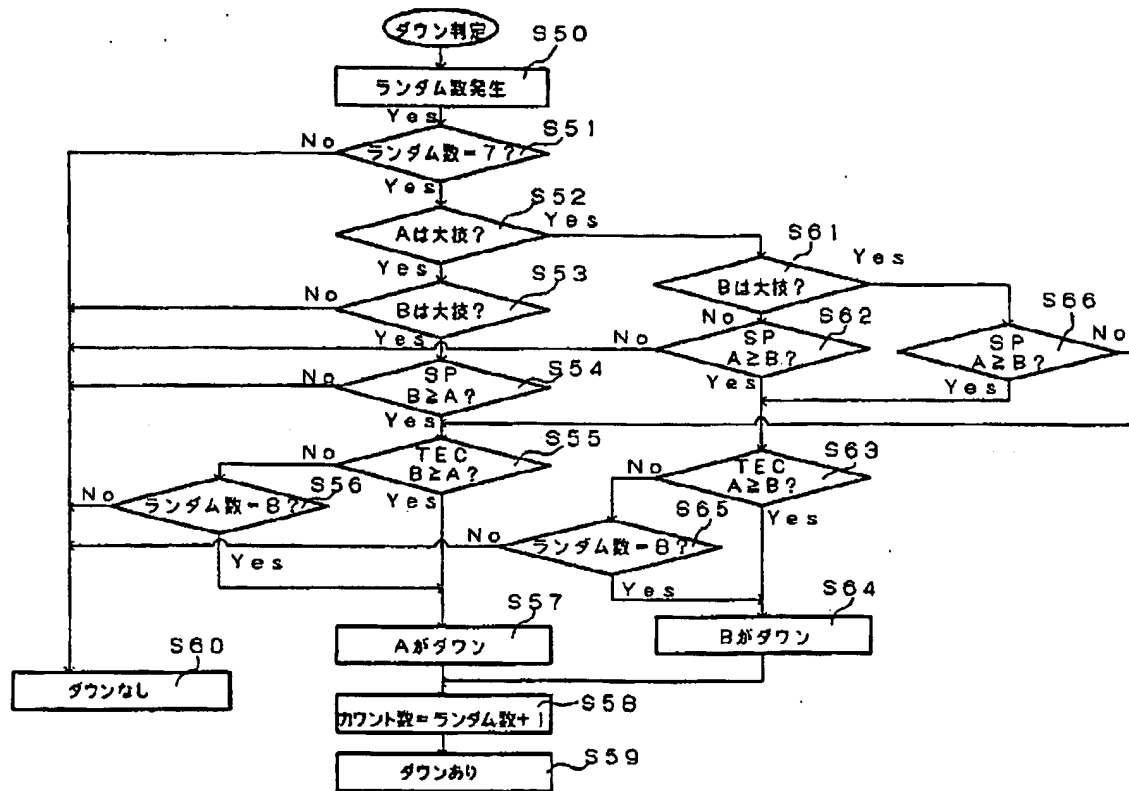
[Drawing 3]



[Drawing 4]



[Drawing 5]



[Translation done.]